NES – PG – USA

BANDAI®

Instruction Booklet

BANDAI

GOLF

Challenge Pebble Beach

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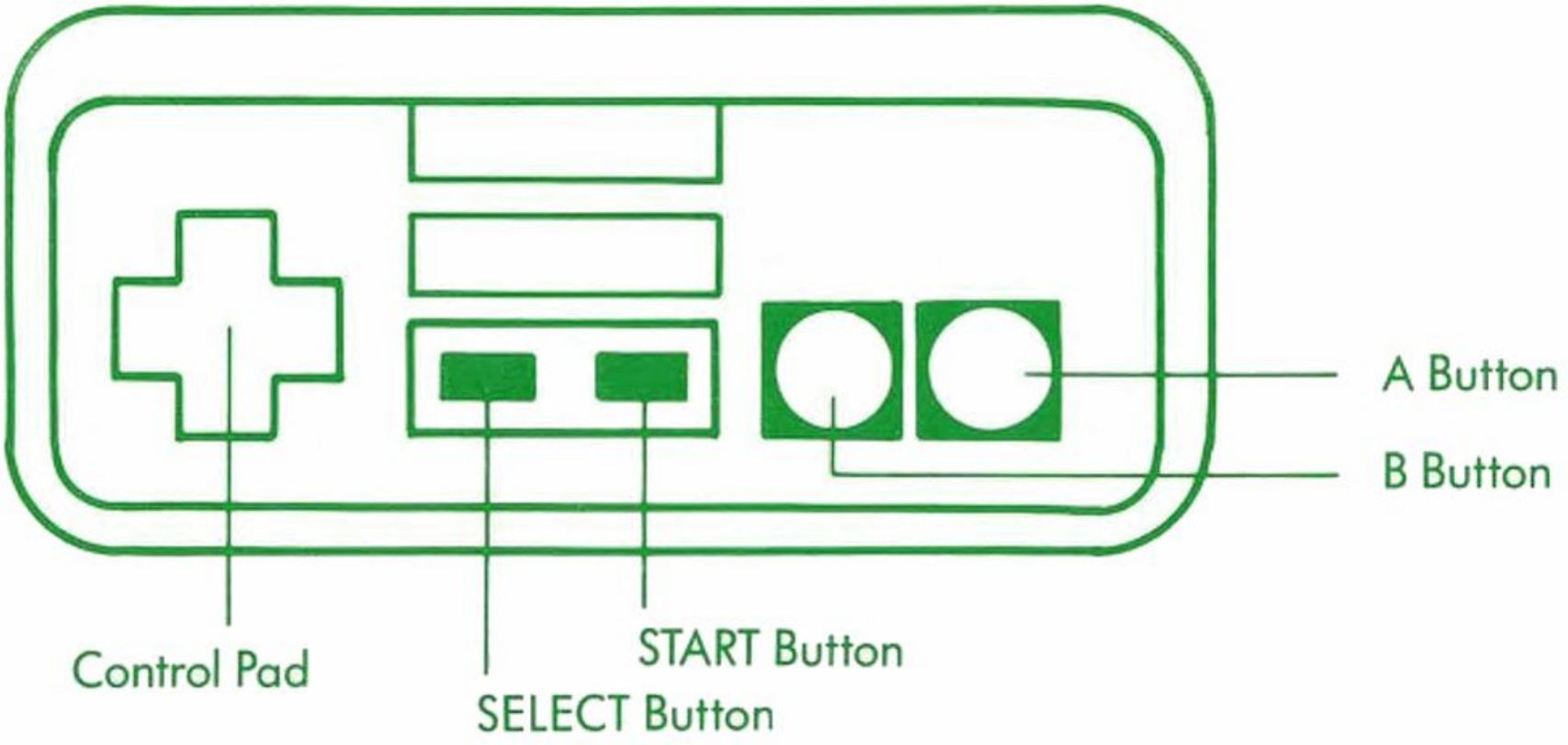
Bandai Golf: Challenge Pebble Beach with its beautiful seaside view, varying wind conditions, different club and shot selections is a super-realistic golf game that brings real golfing challenges to your NES. YOU can control the ball's flight, direction and spin through different shot and club selections. The course has challenging geographical features including slopes, rises, bunkers, and water hazards (including an ocean)!

The game screen gives you both a bird's-eye view and a cross-sectional view of each hole, and both are displayed at the top of the screen. Two different close-ups are used for the greens and their surroundings. The accurate display of the course obstacles are vivid and real. **Bandai Golf: Challenge Pebble Beach** is a full 18 hole course for 1 or 2 players. Each player can input their individual handicaps and has the option of teeing off from either the back tee (for real pros) or the regular tee.


A Button
B Button
Control Pad
SELECT Button
START Button

How to Operate the Controller

A Button: Push to enter selections, and continue to next hole, for select window to view close-ups of the green, push to hit ball:

(1) Start backswing.
(2) Start downswing.
(3) Impact ball.

B Button: Use in "Course" and "Shot" modes to return to select window.

Control Pad: Push up and/or down for tee, handicap, club, and 1–2 player selections. Push left and/or right to view course, select type of shot, select number column in "Handicap Mode," and to select ball direction.

Start: Push to begin game.

Select: Not used.

How to Play the Game

Start

Title Screen	*Title Music
Push Start	
1 Player 2 Player selection	Choose 1 or 2 players by pushing the control pad up or down. Push A to enter selection.
Regular tee	Select tee position by pushing up or down on control pad.
Back tee selection	Push A to enter selection.
Handicap 1 player 2 player	*Players choose handicaps on their own controllers. Select handicap by pushing up or down on pad. Push pad left or right to select number column. Push A to enter handicap selection. *36 is the highest handicap.

Score card Screen Indicator

*Handicap will appear in the player's handicap slot. Push A or B to move on.

Hole scene indicator (a picture of the hole where the ball is located will appear).
Push A to move on.

*Select window (will appear in cross section view at top of the screen).
SHOT—club and direction selection.
COURSE—pan shot of whole course.
SCORE—score card screen.
Select green by pushing up or down on pad.
Push A to enter decision.

SCORE CARD

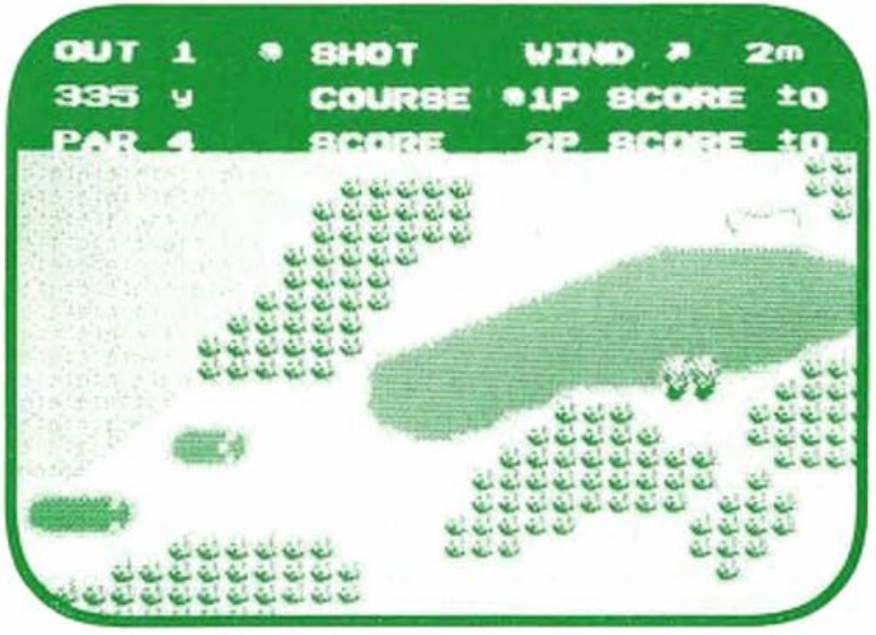
NO	BACK	REG.	PAR	HDC	1P	2P
1	376	335	4	8		
2	512	443	5	10		
3	414	367	4	12		
4	352	321	4	16		
5	197	185	3	14		
6	520	491	5	2		
7	177	149	3	18		
8	472	436	4	6		
9	508	465	4	4		
10	430	399	4	7		
11	389	379	4	17		
12	204	175	3	1		
13	395	376	4	9		
14	569	557	5	1		
15	415	371	4	13		
16	404	372	4	11		
17	212	178	3	15		
18	575	558	5	3		
Total			72			
HANDICAP					24	36
NET SCORE						

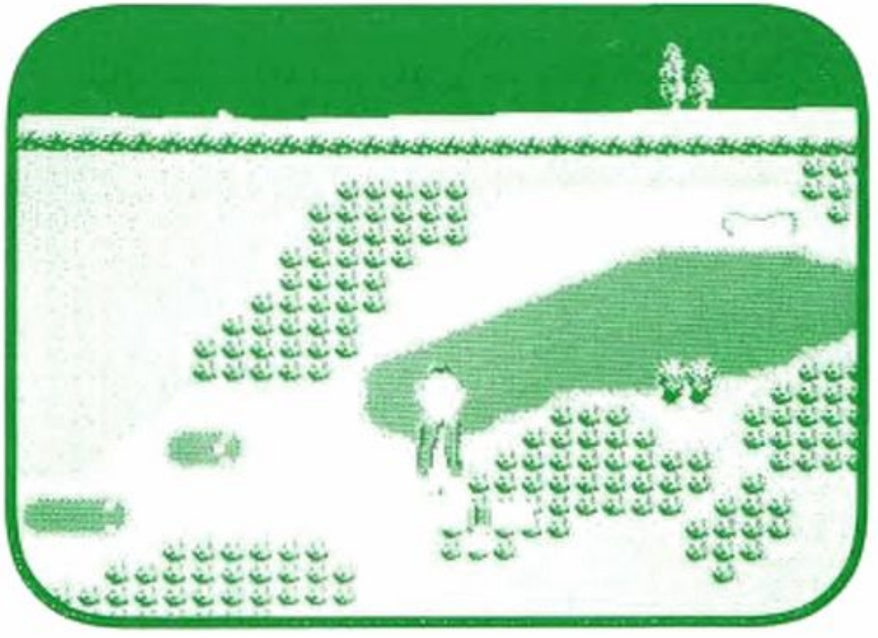
COURSE Window (When you select COURSE).
Push left or right to move course in direction you want to view.
Push B to return to select window.
Push A for close up of course.

Close up of surrounding area of green (still shot).
Push A to move on.
Push B for select window.

Close up of green (still shot).
Close up of the grain of the turf on the green.
Push B for select window.

***SCORE**
When you choose score card mode, score card screen will appear.
Player's most current score will appear.
Push B for select window.


OUT 1
SHOT
WIND
2m
335 y
COURSE
1P SCORE ±0
PAR 4
SCORE
2P SCORE ±0



***SHOT Screen**

When you choose this screen, club and direction screen will appear.
Push up and down on control pad to select club. (CLUB Indicators)

*Putter cannot be selected when teeing off.

Push left or right for ball direction.
Push A to enter selection.

Player and swinging bar will appear.
Move control pad left or right to pick type of shot.

*The A button is used to control shot.

Push A to start backswing.
Push A again to choose size of swing. (club stops, starts downswing)
Push A again to hit the ball.

*The height of the ball is determined by where contact is made on the ball.

Note: You may push B (before hitting the ball) to return to the select window, so that you can change club or shot direction.

Screen indicator will show ball's condition, position, and remaining distance to the hole.

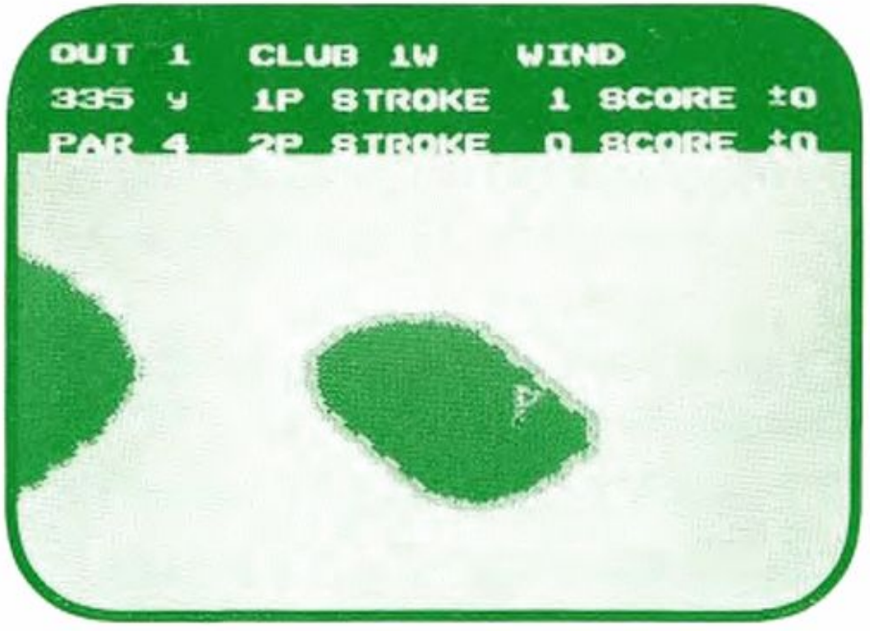
1. Fairway
2. Rough
3. Heavy Rough
4. Bunker
5. Green
6. O.B.
7. Water Hazard
8. Trees
9. Woods

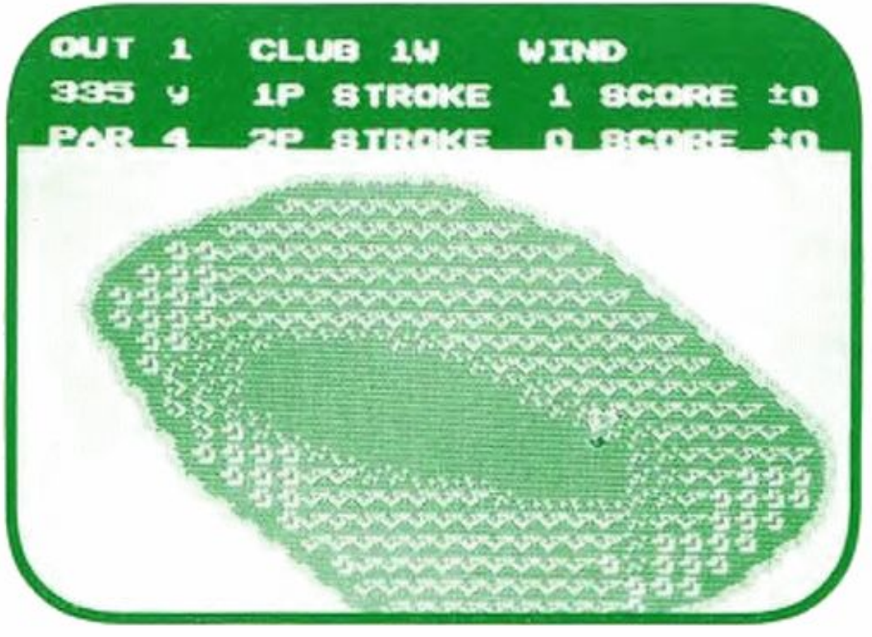
Push A for select window.

*If the position where the ball lands is close to the green, then a close-up shot of the green and its surroundings will appear.

*When the ball lands on the green, a close up of the green will appear on the screen. > 's mark indicates the direction of the grain of the turf.

*When the ball is on the green, the putter will automatically appear. Select the direction of the PT by moving the control pad left or right. (You can move the PT 360°)
Push A to enter selection.


OUT 1 CLUB 1W WIND
335 y 1P STROKE 1 SCORE ±0
PAR 4 2P STROKE 0 SCORE ±0

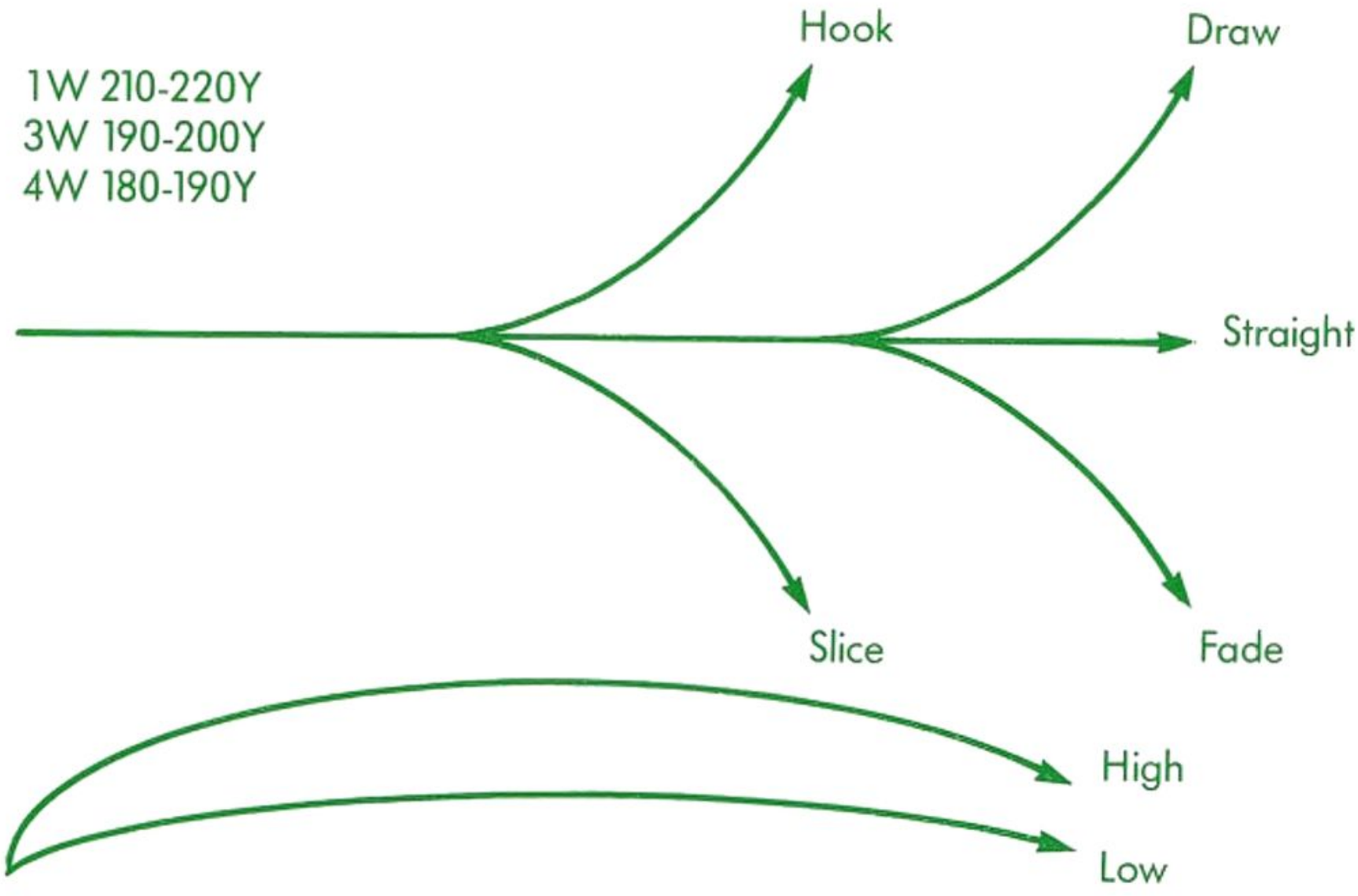

OUT 1 CLUB 1W WIND
335 y 1P STROKE 1 SCORE ±0
PAR 4 2P STROKE 0 SCORE ±0

*When putting, the player will be represented by a swinging bar.
*PT works the same as other clubs. (Press A once for size of shot, then again to putt ball.)
When you sink your putt, and depending on the number of shots, the following will appear on the screen:

*Double Eagle *Eagle *Par *Bogey
*Double Bogey *Triple Bogey *??? (If more than Triple Bogey)

Push A to continue on to next hole.

*When you finish 18 holes, your scorecard will appear on the screen until the start button is pushed for a new game.


1W 210-220Y
3W 190-200Y
4W 180-190Y
Hook
Draw
Straight
Slice
Fade
High
Low

Game Description

Hole	Par	HDC	Hole Features	Wind
1	4	8 376 335	Gentle rise, dogleg right. Be careful of trees on right!	Weak headwind from L.
2	5	10 512 443	Lots of distance, but straight and level. Bunkers in front of fairway and green.	Tailwind from R.
3	4	12 414 367	Gentle rise, dogleg left. Trees and hollow on leftside with bunker in front of green.	Occasional headwind.
4	4	16 352 321	Gentle rise. Ocean on the right. Bunkers in fairway and green. Perfect shot distance and direction required.	Tailwind from R. Strong ocean breeze in last half of hole.

5	3	14 147 185	Short uphill hole with surrounding trees. Bunker in front of green. 1 shot approach.	Frontal wind that often swirls.
6	5	2 520 491	Front half flat, rising in back. Dogleg right, sea on right. 2nd shot critical.	Sidewind and headwind from the R.
7	3	18 177 149	Short rise with beautiful viewpoint. Short distance, but be careful of bunkers and ocean breeze.	Headwind and sidewind from R.
8	4	6 472	1st half rise, 2nd half slope. Has over-the-ocean shot.	1st half tailwind from R. 2nd half headwind.

9	4	4 508 465	Long slope, trees in fairway. Overshooting the green gives your ball a bath.	1st half tailwind from R. 2nd half tailwind from R.
10	4	7 430 399	Slight rise with ocean on the right and behind green. Bunker on left.	1st half headwind from R. 2nd half tailwind from R.
11	4	5 389 379	Gentle rise with big bunkers on left and protecting green.	Tailwind from back and L.
12	3	17 204 175	Slope with bunker in front of green.	Weak sidewind and headwind from L.

13	4	9 395 371	Slight rise. Be careful of trees on right side!	Sidewind from L. Occasional headwind from L.
14	5	1 569 557	Long, right dogleg. Green situated on high mound, with trees and bunker in front.	Tailwind from L.
15	1	13 415 371	Medium length hole that requires hitting ball over trees.	Headwind.
16	4	11 404 372	Gentle slope, Bunkers that surround green are difficult.	Headwind from L.

17	3	15 212 178	Short hole, strong ocean breeze. Wide green and big bunkers. Requires accurate distance and direction on shots.	Sidewind and headwind from L. Occasionally strong.
18	5	3 575 558	Longest hole with great view. 1st shot is critical.	Strong sidewind from L. 2nd half headwind from L.

Game Rules and Notes

1. Your score will only be counted as high as 3 times par.
   Example: A par 4 hole will have a high score of 12.
   Anything higher will not be counted.
2. If you do not push the shot (A) button after starting the backswing, the shot will not count.
3. If a player does not set the size of the swing at the left side of the swinging gauge, then the ball cannot be struck. The shot will not count.
4. When using the cross-sectional view the position of the ball may appear to be buried in the ground, or hovering in the air due to the contour of the course.

Places on the course where clubs can be used.

1. **TEE SHOT**
   1W 3W 4W 1I 4I 5I 6I 7I 8I 9I PW SW
2. **FAIRWAY**
   3W 4W 1I 3I 4I 5I 6I 7I 8I 9I PW SW
3. **ROUGH**
   3I 4I 5I 6I 7I 8I 9I PW SW PT
4. **HEAVY ROUGH**
   5I 6I 7I 8I 9I PW SW
5. **TREES and BUNKERS**
   7I 8I 9I PW SW
6. **GREEN**
   PT

*Depending on the position of the ball, the player can choose the appropriate club by referring to this guide.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

PRINTED IN JAPAN

Distributed by Bandai America, Inc. , Cerritos, CA 90701